An abstract line drawing in white on a green background, depicting a dense crowd of people. The figures are stylized with geometric shapes like triangles for faces and circles for heads. Many arms are raised, some holding what appear to be torches or sticks, creating a sense of movement and energy. The drawing covers the entire background of the book cover.

*Jane Ray*

# GROUP MEETING SPARKLERS

**120  
IDEAS**

**TO BRIGHTEN  
ANY MEETING**

**BOY SCOUTS OF AMERICA**



**This book is for everyone who  
conducts a meeting, especially—**

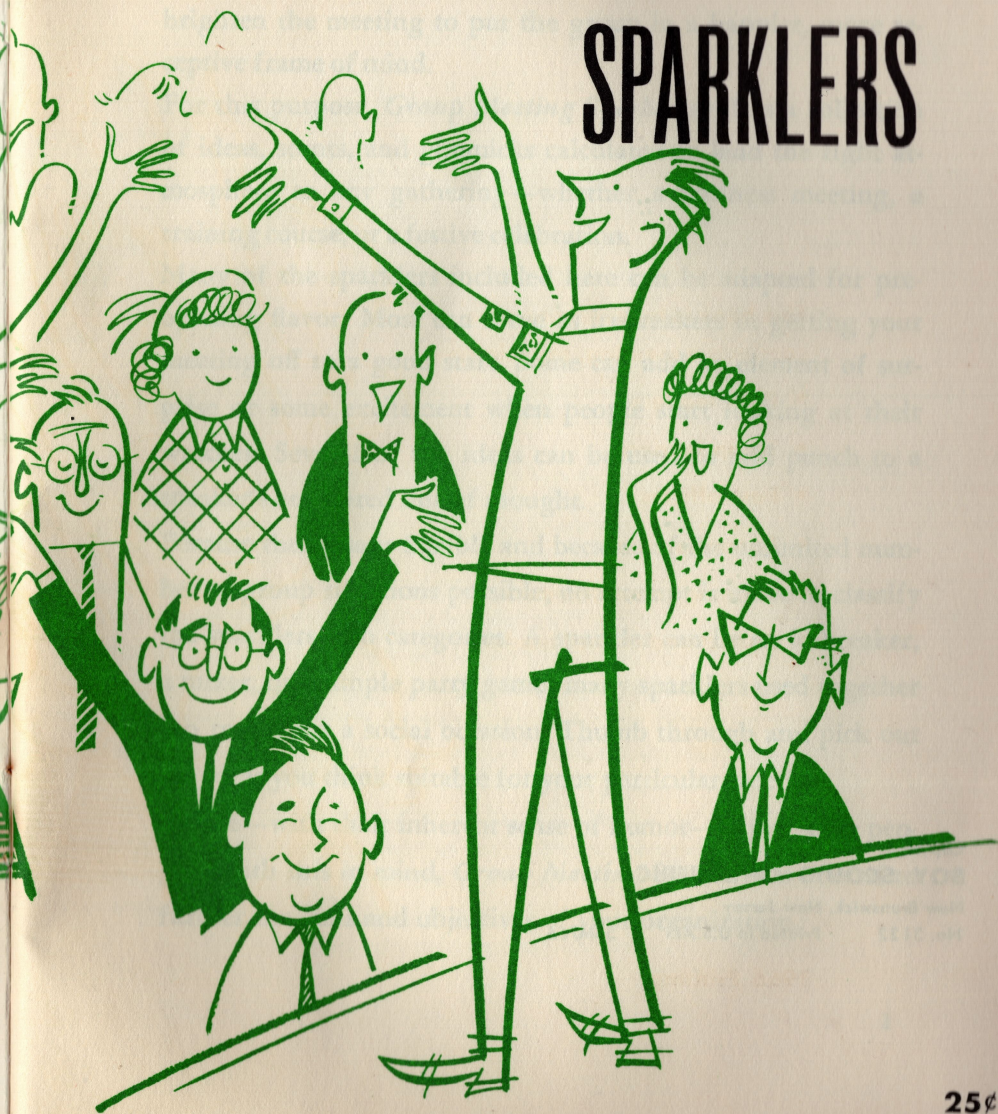
- Pack leaders
- Troop leaders
- Post officers
- Commissioners
- Training committeemen
- District and council leaders



**1966 Printing**

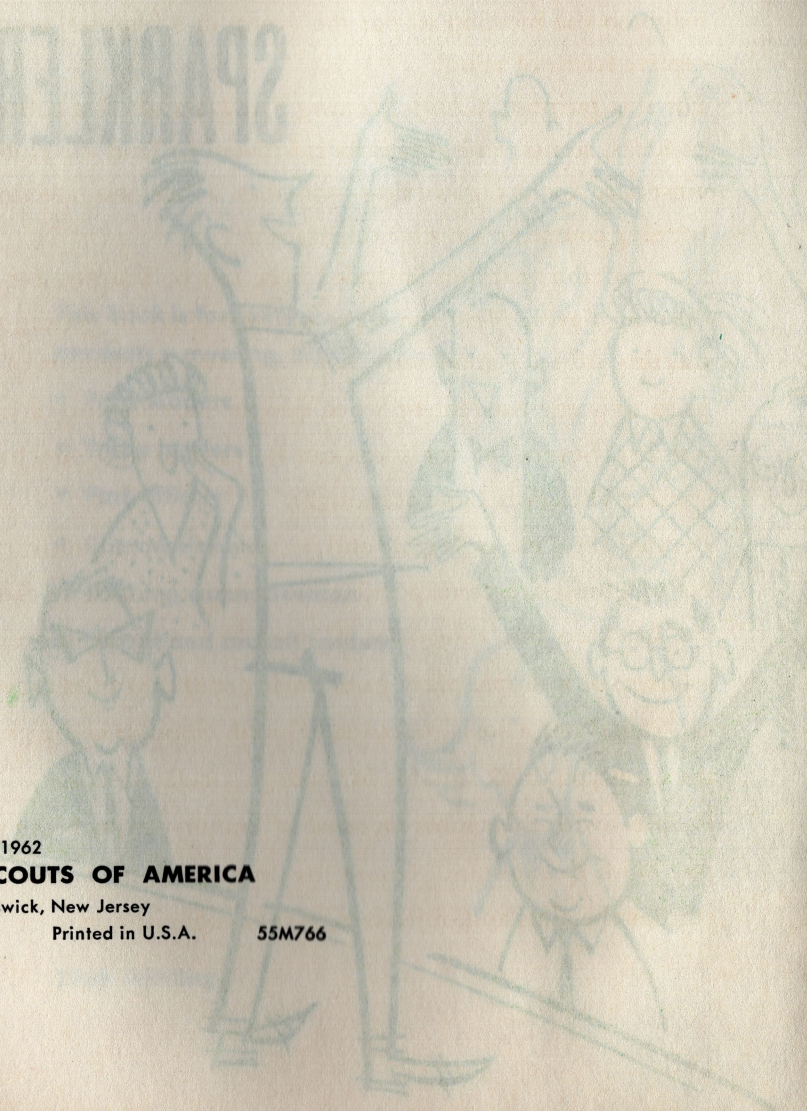


# GROUP MEETING SPARKLERS





GROUP  
MEETING  
SPARKLERS



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## MAKE YOUR MEETINGS SHINE

Have you ever sat through a meeting wishing you had stayed home? Have you ever tried to lead a meeting and had the feeling your audience wished they were somewhere else? In either case, something was lacking. Something extra was needed to brighten the meeting to put the group in a happier, more receptive frame of mind.

For this purpose, *Group Meeting Sparklers* offers a collection of ideas, stunts, and gimmicks calculated to lend the right atmosphere to any gathering—whether a business meeting, a training course, or a festive celebration.

Many of the sparklers included here can be adapted for pre-opening flavor. Most can serve as icebreakers in getting your meeting off to a good start. Some can add an element of surprise or some excitement when people start looking at their watches. Several of the ideas can be used to add punch to a speaker's belabored line of thought.

Because their use is flexible and because of the unlimited number of group situations possible, no attempt is made to classify the sparklers into categories. A sparkler can be an icebreaker, a mixer, or a simple party game; many sparklers used together can round out a social occasion. Thumb through and pick out the ideas you think suitable for your particular meeting.

People—with their inherent sense of humor—enjoy being people. With this in mind, *Group Meeting Sparklers* is offered to further the aims and objectives of your organization.



## HAY! STRAW!

Explain that when you call out, "Hay!" or "Straw!" the group is to respond with the opposite word: "Straw!" or "Hay!" For more fun, mix them up fast.

## EARSY-NOSY

Ask every one to hold his right ear with his left hand and his nose with his right hand. On the command "Change!" each person is to switch, unwinding his arms and grasping his left ear with his right hand, his nose with his left. Give the commands slowly at first, then increase their speed. Secret: Grab your nose first.



## TREASURE HUNT

Scatter an ample supply of unshelled peanuts around the room. Divide the players into teams wherein they are paired off by their respective team captains. This done, all the couples line up for a grand march. The leader of the march performs simple antics for all to copy. When he blows a whistle, the couples scatter in search of the peanuts. Upon sighting one, each couple points to it and calls out the name of their team captain who rushes over to pick it up. When the leader of the march again blows his whistle, the pairs line up and continue the march until the next signal. The team with the most peanuts wins. This game is good sport when everyone enters into the spirit of it and follows the simple rules: Only a team captain may pick up a peanut. Couples must stay together and give immediate response to the whistle.



## **KIOWA INDIAN YELL**

Ask everyone to stand and follow the leader. First, stamp your feet three times. Then, slap your knees three times. Beat your chest three times and then shake your fist three times. And then, after all this, give a loud Indian yell, patting your hand over your mouth.

---

## **KNIFE—NOSE GAME**

Explain to the group that they are to do as you say, not as you do. Point to a knife and shout, "Knife!" or "Nose!" Then point to your nose and shout either of the words. Change the speed of your commands. Anyone making a mistake is out.

---

## **START OFF WITH A BANG!**

Give every one a balloon when he arrives. Open the meeting by having the group pop their balloons all at once or blow them up until they burst.

---

## **SHAKE, RATTLE, AND RUN**

Have the group form a tight circle around you. Walk around, meeting every sixth or seventh person. As you shake hands, he is to leave the circle and proceed in the opposite direction also shaking hands as he goes. When several are out, shake a rattle as the signal for everyone to find a place back in the circle. (The leader tries to find a place, too.) The one left out is "it." Start a new game with a shake of the rattle.



## A BOY IN A TOYSHOP

Have everyone follow your actions as you read this story: This is the story of a boy whose mother left him in a large store. Apparently, the boy had been left for some time and was bored with his surroundings, so he tapped his foot to show his irritation. (*Tap your foot.*) A kindly old gentleman in passing the boy offered him a stick of chewing gum. He unwrapped it and started to chew (*Chew.*) He became tired of waiting for his mother and walked into the toy department. As he entered the door, he saw a small lion whose head was nodding up and down. As the boy watched it, he, too, started to nod. (*Nod.*) Becoming interested in the playroom, the boy picked up a horn and squeezed it with his right hand. (*Open and close your right hand.*) He then picked up a drumstick with his left hand and beat the drum with the stick. (*Beat drum with your left hand.*) Having entirely forgotten his mother by this time, he climbed upon a hobbyhorse and started to rock. (*Rock.*) When his mother found him, she jolted him to his feet. (*Stand up.*) But he had had a good time, so he waved to the saleslady (*wave*), while his mother tugged at his arm to hurry him along.

---

## DIVIDING INTO GROUPS

For variations in dividing a group into smaller groups or parts, use one of these methods:

- (a) Ask those with black or brown shoes to get together.
- (b) Tell those with brown, blonde, gray, or red hair to find each other.
- (c) Have those with the same birth month or of the same age level seek each other out.
- (d) Ask those with the same color suit, dress, or tie to assemble.



## JOHNNY VISITS MOTHER'S CLUB MEETING

Tell the audience they are to do just as little Johnny did by following your actions as you read this story:

Little Johnny went to a club meeting with his mother. He grew tired of sitting still. He wiggled around in his seat. (*Wiggle.*) Then he stood up. (*Stand.*) Johnny couldn't see much, so he stood on his tiptoes. (*Stand on toes.*) Since he still couldn't see anything, he turned to the left and stretched way up on his tiptoes. (*Turn left and stretch.*) He still couldn't see very much, so he turned to the right and stood again on his tiptoes. (*Turn right and stand on toes.*) Johnny thought there might be something interesting on the floor. He knelt way down and looked. (*Kneel.*) No, there was nothing there, so he stood up again. (*Stand up.*) He took a little step to the left. (*Step left.*) Now he could see. There was Aunt Alice on the platform. "Yo-hoo, Aunt Alice!" he called, waving his hand high. (*Wave.*) At this, everybody turned and scowled at Johnny (*Scowl.*) Poor Johnny hung his head in shame. (*Bow your head.*) Then they remembered he was just a boy. And, with smiling faces, they held out their right hands. When the president said, "Go," they all turned around and shook hands with the person behind them. "Go!" (*Turn and pretend to shake hands with someone behind you.*)

## BALLOON RELAY

Line up two teams several feet in front of a couple of chairs. Give each person a balloon. On signal, the first in each line starts blowing up his balloon. When he has it inflated, he runs to a chair and sits on the balloon until it bursts. The next player then starts blowing up his balloon. The first team to burst all its balloons wins.







## **PASSING THE HAT**

Have the group form a circle with all but one wearing a paper hat. (The hats can be made in advance of the meeting or by the group, using old newspapers.) On signal, each player reaches to his right, removes the hat from that person, and places it on his own head. Gradually speed up the action and then abruptly have everyone stop. The player without a hat drops out. Start again (with one less hat) and continue until only two are left. Change directions from time to time.

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## **DON'T SAY "I"**

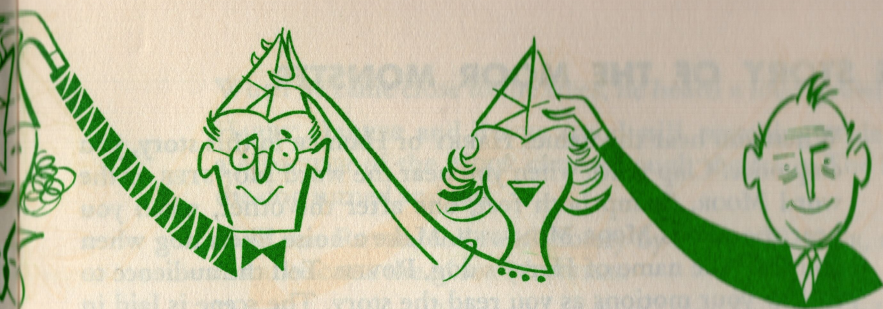
Give each person three small disks. He is to move around, introduce himself to everyone, and ask questions that might make the other person use the word "I." If anyone does say "I," he must give a disk to the person asking the question. The point of the game is to collect as many disks as possible.

---

## **PASSING THE HANDSHAKE**

Tell every one sitting at the end of each row to shake hands and become acquainted with the person next to him. The second person then does the same with the person next to him. The greeting is passed down the line.





## **PLENTY OF FISH IN THE SEA**

As people arrive, give every one a card and ask him to write his name, home town, and hobby. Collect the cards and, when all are present, let each one draw a card. On signal, he is to find the person whose card he has drawn and talk over with him what is written. When the meeting reconvenes, call for a show of hands to find how many met their match.

---

## **GROUP PUZZLES**

Cut pictures (magazine illustrations, advertising pictures, post cards, etc.) into a number of pieces. Pass these out as people arrive and ask every one to complete his puzzle, thereby forming discussion groups.

---

## **GO FORTH**

Give every one a pencil and paper when he arrives. Tell him to "Go forth" and get acquainted with twenty people, to ask them their names, and to write them on his paper. When all have their twenty names, ask everyone to tear them off and give each slip of paper to the person whose name is written. Check up to see how many can rid themselves of all their names.



## THE STORY OF THE MOOR MONSTER

When you hear the names HARRY or HARPER in this story, you clap once. Clap twice when you hear the word MONSTER or the word MOOR. Stamp both feet, one after the other, when you hear the words MOOR MONSTER. Make a noise like a dog when you hear the name of Harry's dog, ROVER. Tell the audience to follow your motions as you read the story. The scene is laid in England:

HARRY HARPER lived with his mother, father, and his dog ROVER near an English MOOR. HARRY was a rock collector and needed a few more rocks to complete his collection.

One afternoon after HARRY HARPER got home from school he said to his mother, "Mother, I think ROVER and I will go out on the MOOR and look for a few more rock specimens."

"All right," said his mother. "Be careful you don't fall and cut yourself on the rocks of the MOOR and be sure you come home in time for supper."

"Yes, Mother," said HARRY. "Come, ROVER, let's go look for some rocks."

So HARRY headed off onto the MOOR with ROVER running beside him.

HARRY went toward a huge rock formation in the middle of the MOOR. He had always wanted to climb to the top, and today he had brought a rope with him. When he got near the top, he tied one end of his rope around a small rock and tossed it around a big projecting rock.

"You stay here, ROVER," said HARRY, and he climbed up the rock. Across the stream and a short distance back was a cave HARRY had never seen before, hidden behind a grove of trees and bushes.

HARRY HARPER scrambled down and, followed by ROVER, headed for the stream. He forded it and started in the direction of the cave.



When he came close to the trees, he heard a loud growl.

HARRY HARPER and ROVER stood still, watching wide-eyed as a MONSTER of the MOOR came through the trees. The boy and the dog turned and ran.

First was ROVER, followed closely by HARRY HARPER, and at a distance came the MOOR MONSTER.

ROVER was across the stream in three leaps. HARRY didn't bother walking across on the rocks, he ran right through the water and headed for home. The MOOR MONSTER stopped at the stream. "Bosh," said the old hermit, "I just wanted to ask him if the fishing was any good in the stream."

So we ring down the curtain on the story of HARRY HARPER, his dog ROVER, and the not-so-terrible MOOR MONSTER.

---

## MARRIED WORDS

Provide cards upon which have been written one word of common pairs such as "Jack" and "Jill," "ham" and "eggs," etc. Have as many cards as needed. Ask every one to match up his card and introduce himself to the person holding the mate to his card.

Some other combinations are:

Adam and Eve	Amos and Andy	Army and navy
Black and blue	Bread and butter	Over and under
Cats and dogs	Coat and vest	Comb and brush
Cup and saucer	Day and night	Down and out
Fine and dandy	Gilbert and Sullivan	Sweet and sour
Hit and run	Horse and buggy	House and lot
In and out	Up and down	Knife and fork
Liver and bacon	Mutt and Jeff	North and south
East and west	Pork and beans	Salt and pepper



## GATHERING OF THE SCHOOLS

Pin pictures of fish on people as they arrive. Have cutouts of swordfish, tuna, trout, catfish, etc. On signal, they are to see which "school of fish" can assemble first.

---

## LEADER SAYS

Have the players form a line in front of you to do some exercises. Anyone performing an exercise (i.e., "Hands on hips") in response to a command not preceded by "Leader says," drops out. The last one standing is the winner.

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## PAPER BAG HANDSHAKE

As every one arrives, give him a small paper bag and a rubber band to hold the bag on. Tell him to put it on his right hand and shake hands with everyone while wearing the bag.

---

## SELF-PORTRAITS



Give each person a paper bag, large enough to go over his head, and a piece of crayon. Tell him to place the bag over his head. With a crayon he is to draw each item as you call it out: left eye, left ear, right eye, right ear, nose, mouth, etc. Tell half of group to remove its bags and look at the others. Then have this group replace its bags and the other half admire the art work.



## **LET'S GET ACQUAINTED**

Have every one shake hands with the person on his right, then his left. Then tell every one to turn around and shake hands with the person behind him. At this point, if everyone has followed directions, there will be no one behind to greet, for he, too, will have turned.

---

## **MUSICAL APPLAUSE**

Announce the name of a well-known song such as "Yankee Doodle" or "Dixie" and ask everyone to clap to its rhythm. For a novel finish, tell everyone to miss on the last note. Someone always forgets.

---

## **RHYTHMIC EXERCISES**

Ask the group to follow your instructions:

Everyone stand.

Now, hands on your hips, hands on your knees,

Put them behind you, if you please.

Touch your shoulders, touch your nose,

Touch your ears, touch your toes.

Raise your hands, high in the air,

At your sides, on your hair.

Above your head, as before,

While you clap, one-two, three-four.

Now, hands upon the empty space (head),

On your shoulders, on your face.

Then you raise them up so high,

And make your fingers quickly fly.

Then you stretch them out toward me,

And briskly clap them, one, two, three.



## **SPLITTING UP THE FAMILY**

To stress the role of parents, ask the group to place palms and fingers together, folding the middle fingers down with the knuckles together. Just the tips of the other fingers touch. The bent fingers represent family unity; the third fingers represent the mother and father; the others the children, cousins, grandparents, etc. Separately, these other fingers have little effect on family unity, but you can't separate the mother and father without splitting up the family.

---

## **ZIP! ZAP!**

Form a circle with the leader in the center. When he points to someone and says, "Zip!" the player must give the name of the person on his right before the leader counts to ten. If the leader says, "Zap!" the player must name the person on his left. Anyone who gives the wrong name or is too slow drops out.

---

## **FACE TO FACE**

Ask the players to pair off and wait for your commands. Select one or more "its," who will have no partners. To start, have all couples stand face to face. Then give commands for all to follow such as "back to back," "elbow to elbow," "thumb to thumb," "toe to toe." After a while, announce, "vis-a-vis," which means all must find new partners and stand face to face with them. The "its" also try to get partners. Players greet each other and the game continues. If used as a get-acquainted game, have players shake hands and exchange names.



## THE BEAR HUNT

Take a seated position in front of the audience so they can all see you. Narrate the following:

Would you like to go on a bear hunt? O.K., let's go! Watch me and do all the things I do and repeat after me all the things I say. Here we go! We're going on a bear hunt, everybody march. *(Make a marching sound by slapping your knees with your hands, alternating.)*

I see a river—a great big river. We can't go around it. We can't go under it. We can't go over it. I guess we'll have to swim it. *(Pretend to swim by rotating your arms. Then resume marching.)*

I see a tree—a great big tree. We can't go around it. We can't go under it. We can't go over it. I guess we'll have to climb it. *(Pretend to climb, using just your arms. When you reach the top, look around, shading your eyes. Climb down and resume marching.)*

I see a wheat field—a great big wheat field. We can't go around it. We can't go under it. We can't go over it. I guess we'll have to go through it. *(Make the sound of walking through wheat by rubbing your hands. Resume marching.)*

I see a cave—a great big cave. We can't go around it. We can't go under it. We can't go over it. I guess we'll have to go in it. *(Feel in front of you as though in the dark.)* It sure is dark in here. I feel something. *(Go through the motions.)* It's big. It's fuzzy. I think it's a bear. It is a bear! Let's get out of here fast.

*(At this point, retrace all the motions hurriedly. Of course, you'll get through first.)* I beat you home. And now you've been on a bear hunt.



## **AUTOGRAPH CONTEST**

Provide each guest with paper and pencil and tell him to get the autographs of all the other people. The person getting the most autographs in a certain period of time wins. For variation, ask that autographs be written with the left hand.

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## **SUPERMARKET**

Divide the audience into two groups. Call out a letter of the alphabet. Everybody tries to be the first to name something beginning with that letter that can be found in a modern supermarket. (Example: 'S' for soap.) The first person to answer wins a point for his group. Vary the game by using drug, department, or hardware stores.

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## **APPLAUD AND CHEER**

Announce to the group that when you raise your right hand, everyone is to applaud. When you raise your left hand, everyone is to yell or cheer. When you raise both hands, everyone applauds and cheers.

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## **BARBERSHOP APPLAUSE**

Clap hands as a barber strops his razor, first rubbing your palms together, then stroking the back of your right hand across your left palm. Don't forget the barber's flourishes and, finally, the first downward stroke on your face accompanied by a harsh scraping noise.



## **BARNYARD FROLIC**

Give every one the name of a common farm animal—chick, duck, turkey, pig, etc. On signal, every one begins making the sound of his animal—chick-chick, quack-quack, gobble-gobble, oink-oink, etc. The object is for all animals of the same species to seek each other out through identifying noises. The first such group to gather in one spot wins the barnyard frolic.

---

## **ARTILLERY APPLAUSE**

Begin applauding slowly in unison and gradually increase the speed. Then slow down until finally, the hands are not brought together at all.

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## **HANDKERCHIEF APPLAUSE**

Throw a handkerchief into the air with instructions for applause to last until you catch it or it falls to the floor. Vary the length of applause. Long throw. Short. No throw at all!

---

## **WHO AM I?**

Provide pictures of characters from nearly any category—TV or movie stars, sports figures, characters from popular fiction. Pin a picture on the back of each person, instructing him to mingle with the group and, by asking questions, find out what character he is. Only questions calling for yes or no answers may be used. Explain that when the person has identified himself, he may remove his picture.



## **EVERY MAN A TIGER**

To keep everyone alert, announce that whenever you shout, "Every man a tiger!" they are to yell back, "Every man a tiger!"

---

## **CIRCLE HANDSHAKE**

Have the group form a circle, facing in. Tell them each person will be given a chance to meet every other person. Select a "guest" in the circle and ask the person to his left, "A," to shake hands with him and introduce himself. Then A takes a position to the right of the guest. Player "B" repeats A's actions and takes his place to the right of A in what now becomes a reception line. Other players follow, introducing themselves to every person in the line.

---

## **CHAMPION HUMMER**

Have the group pair off. On signal, each person is to look his partner in the eye and start humming a tune. Continue until one laughs or has to take a breath. Each winner finds another winner until one person is the "champion hummer."

---

## **FLOATING SAUSAGE**

Tell every one to put his forefingers together on the tip of his nose. Then have him move them away from his face, at eye level, while keeping his eyes fixed on some distant object. A sausage, floating in mid-air, will appear.



## INDIAN BATTLE

Divide the group into four sections. Ask the first to repeat, "Soda water bottle." Have the second say, "Buffalo wallow"; the third section, "Rhubarb and soda"; and the fourth, "Muddy water." Practice with each section, and then have all begin together softly. As you raise your hand, the volume becomes higher until all are shouting. Stop them and say, "You're the best looking bunch of Indians I've seen."

---

## THERE WAS A MAN

Instruct the group to repeat each line after you as you sing or chant this poem.

There was a man  
From old St. Paul  
He had a goat  
And that was all.  
One day this goat  
Was feeling fine  
Ate six red shirts  
Right off the line.  
The man he screamed  
And then he swore

This doggone goat  
Shall live no more.  
He grabbed him by  
His woolly back  
And tied him to  
A railroad track.  
The goat he cried  
Then used his brain  
Coughed up those shirts  
And flagged the train!

---

## STICK OUT YOUR TONGUE AND TOUCH YOUR NOSE

Ask how many can stick out their tongues and touch their noses. Have them try. Then show how it's done by sticking out your tongue and touching your nose—with your finger.



## SIGNATURE HUNTERS

Give every one a pencil and a sheet of paper on which, down the left side, is lettered a word or words associated with the group or meeting—the name of the organization, the nearest holiday, etc.

On signal, he is to get signatures from those whose names begin with any of the letters. The first player to obtain a signature by every letter is the winner.

---

## SANTA'S ANNUAL VISIT

Ask everyone to join in this group stunt and see how Santa goes on his annual trip around the world. Tell them to follow you and repeat what you say or do.

Mrs. Claus waves to her husband from the window (*wave*). Santa walks across the hard-packed snow (say, "crunch, crunch, crunch, crunch") to the barn where his sleigh is waiting with the reindeer (*slap hands rapidly on knees*) all hitched up and raring to go. He walks (*stamp feet on floor*) across the barn floor and enters his sleigh. He calls, "Ho and away," and they're off with a swish (*rub hands together in one upward swishing motion*). It begins to snow (*rub palms together with circular motion*). Soon millions of sparkling snowflakes fill the air. He calls to his dashing reindeer (*slap hands on knees*) and says, "Down, my fine fellows, we make a stop here." They descend to a snow-covered roof. Santa gets out and walks to the chimney (*beat fists against chest*). He's down the chimney with one big swish (*make downward swish with the hands*). He fills the stockings (*fill stockings*) and swish (*use upward motion*), he's up on the roof. Then, away he goes with his reindeer (*slap hands on knees*). Sounds from the earth reach him as he glides across the sky. (*Half of the group says, "Merry Christmas, Merry Christmas, Merry Christmas" and the other half of the group answers in deep voices, "To you, to you, to you."*)



## SCHOOL DAYS

As each person arrives, give him a numbered card (in sequence). When all are present, explain that they are back in school and you need two numbers whose sum is ..... (a figure smaller than twice the total number of people).

Every one with a number smaller than the one requested is to find the person whose number with his equals the desired total. He doesn't talk, but shows his card to every one and seeks the person with the number he wants. The two then present themselves to you.

Example: You say, "I want two numbers whose sum is sixteen." (Cards 15 and 1, 14 and 2, 13 and 3, etc.) But you accept only the first correct pair. Cross their numbers from your list and call for a new figure.

---

## THE MAGIC PENCIL

Explain that you have a magic pencil that writes any color. Ask what color they would like it to write. When the victim names his color, write the name of that color: green, red, etc.

---

## MY SON WENT TO PARIS

Ask five or six people to line up in front. Tell them to say and do, in turn, the things you say and do:

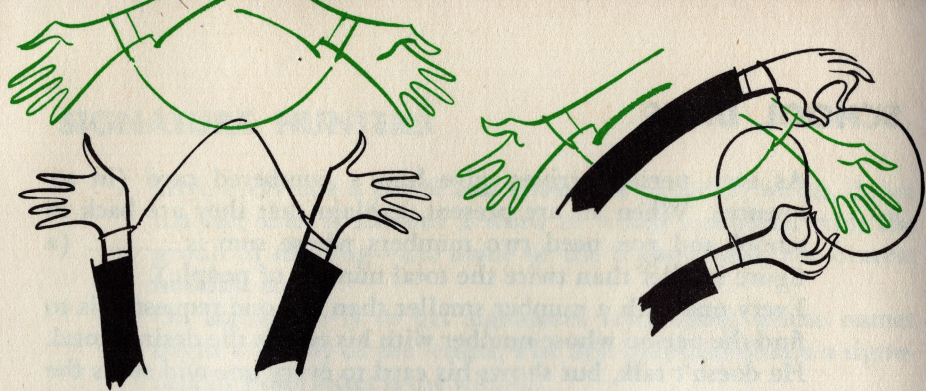
My son went to Paris to buy a feather fan. (*Fan yourself.*)

My son went to Paris to buy a pair of scissors. (*Make cutting motion with your fingers and keep fanning.*)

My son went to Paris to buy a hobbyhorse. (*Bob up and down as you continue the other motions.*)

My son went to Paris to buy a cuckoo clock. (*Repeat "cuckoo" while performing the other motions.*)





## **PRISONERS' ESCAPE**

Provide two pieces of string, each about three-feet long, for each pair in the group. Tie the ends of one string around the wrists of one of the pair, just tight enough to prevent him from slipping his hands through the loops. Tie the second "prisoner" in the same way, placing his string inside the one holding the first person, thereby linking the two people. Tell them to free themselves. Solution: Take the center of one of the strings and slide its bend up under one of the wrist loops of the opposite prisoner. Then bring the bend over his hand and down the opposite side of his wrist.

---

## **CHRISTMAS HANDSHAKE**

Try this get-acquainted mixer. Give every one five Christmas seals. On signal, he introduces himself to five others and leaves a seal with each of them.

---

## **GIANT BEEHIVE**

Tell the group to buzz like a bee. When your hand is raised, the volume should increase. When you lower your hand, the volume should decrease. Practice this at varying levels.



## MY PAW SAID SO

Read this poem by Edgar A. Guest. The word "'Cause" in parenthesis does not appear in the original poem but serves as a cue for the audience to repeat "my paw said so."

Foxes can talk if you know how to listen,

('Cause) My paw said so.

Owls have big eyes that sparkle an' glisten,

('Cause) My paw said so.

Bears can turn flip-flaps an' climb ellum trees,

An' steal all the honey away from the bees,

An' they never mind winter becoz they don't freeze;

('Cause) My paw said so.

Girls is a-scared of a snake, but boys ain't,

('Cause) My paw said so.

They holler an' run; an' sometimes they faint,

('Cause) My paw said so.

But boys would be 'shamed to be frightened that way

When all that the snake wants to do is to play:

You've got to believe every word that I say,

('Cause) My paw said so.

Wolves ain't so bad if you treat 'em all right,

('Cause) My paw said so.

They're as fond of a game as they are of a fight,

('Cause) My paw said so.

An' all of the animals found in the wood

Ain't always ferocious. Most times they are good.

The trouble is mostly they're misunderstood,

('Cause) My paw said so.

You can think what you like, but I stick to it when

('Cause) My paw said so.

An' I'll keep right on sayin', again an' again,

('Cause) My paw said so.

Maybe foxes don't talk to such people as you,

An' bears never show you the tricks they can do,

But I know that the stories I'm tellin' are true.

('Cause) My paw said so.

From *Collected Verse of Edgar A. Guest*, copyright the Reilly & Lee Company Chicago.



## THE INDIAN HUNTER

Divide the audience into eight groups. Assign a character role to each. Have them rehearse their parts once. As each character is mentioned, the group stands up, shouts the proper response, and sits down. Read the story

CHIEF..... ..	..... "Me empty"
BRAVE .... ..	.... "Ki-yi"
PONY ... ..	.. "Clip-clop, clip-clop"
BOW AND ARROW .. ..	.. "Swiiissssh"
FIRE ..	"Crackle, crackle"
TOM-TOM .. ..	"Boom, boom"
NORTH WIND.	"Whooo, whooo"
DEER. .. ..	"Scitter, scatter"

Many moons ago in the land of the Plains Indians—the tribes of the Pawnee, Arapaho, Cheyenne, and Kiowa—there was a village that was in trouble. For many days no rain had fallen, and the crops were drying up. The buffalo and the DEER had gone north to seek better water holes. Their very existence depended on the securing of fresh meat.

The CHIEF called a conference of all the male members of the village. They all gathered around the FIRE as the TOM-TOM sounded the call. When all were present, the CHIEF looked around the circle. It was complete, even to his own son, a BRAVE of just nineteen harvests. They discussed their problem until the FIRE dwindled to smoky red ashes. Finally, the BRAVE stood up and said that the only way was for a true-blooded member to go far off where the DEER were grazing and return with food for the village. He himself would go.

Early the next morning the BRAVE mounted his PONY. As the TOM-TOM sounded, the BRAVE waved to his father, the CHIEF, and rode off on his PONY into the NORTH WIND.

Onward the trail led with the BRAVE and the PONY getting weak. The NORTH WIND howled with glee. Finally, he came upon a small water hole. There, drinking, were two fine DEER. The BRAVE tethered his PONY, aimed his BOW AND ARROW, and let fly two direct hits.



The BRAVE started back to the village with the two DEER strapped to the PONY's back. Southward they trod and the going was slower and slower. Despite his great hunger, the BRAVE ate very sparingly, for he knew his people were depending on him. Finally, he came upon a scout from the village. The Indian sounded his TOM-TOM, signaling the CHIEF and the people that the BRAVE and his PONY had returned.

That night there was great rejoicing as the tribe gathered around the FIRE, each eating a welcome slice of DEER. The BRAVE told his story to the CHIEF and his people. This story of his PONY and his BOW AND ARROW is relived today in Indian dance legend to the sound of the TOM-TOM.

## **"WHEN I DO, YOU DO" APPLAUSE**

Give the order: "When I applaud, you applaud—when I don't, you don't." Go through several false motions to see if you can catch the group napping.

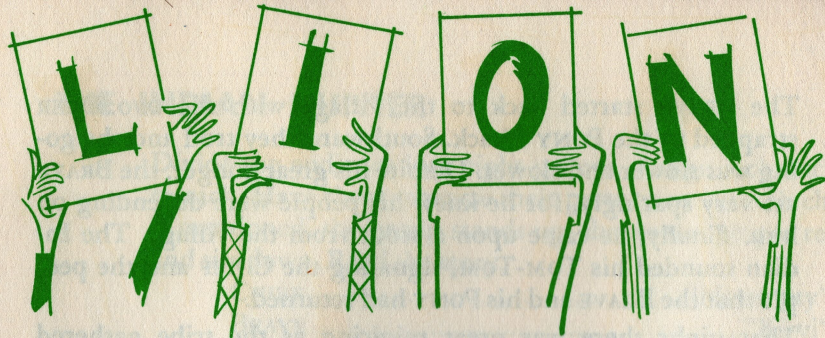
## **A CHEER**

Ask everyone to stand up and applaud. Then, with heads thrown back and chests puffed out, shout, "Pack (Troop or Post) . . . . . (number) of the Boy Scouts of America."

## **"WHAT ARE WE, GANG?"**

Early in the meeting, explain that whenever you ask, "What are we, gang?" the group is to answer, "One big happy family," followed by a throat-slitting gesture accompanied by a loud guttural noise.





## **ACTION SPELLING**

Have two sets of letters on cardboard squares printed in different colors to distinguish the sets. The players on each team stand facing the audience, each player with a letter. Explain that when a word is called out, both teams are to arrange themselves in the proper order to spell the word, each member holding up his letter. One point is given to the team that spells the word first. Use words that are appropriate to the occasion such as the name of the community or organization or, perhaps, a holiday. Of course, the choice of words depends on the available letters. Have one person call out the words and another serve as scorekeeper.

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## **WIGGLE YOUR TUMMY**

Tell the group to stand. Then ask, "How many of you can wiggle your tummy?" Try for some response. Then show the group by holding up your thumb and wiggling it.

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## **THREE BIG "HOWS"**

Announce, "Let's give three big 'Hows' for....."  
On signal, all yell sharply, "How! How! How!"





## ONE WORD ANAGRAM



Ask if anyone can rearrange the letters in the words "new door" to make one word. Give everyone a chance to try, and then write on a blackboard: O-N-E W-O-R-D.

## TREE TEST

This game can be used as a contest. Read the following and wait for the answer after each sentence:

What is the double tree? (Pear)

What tree is nearest the sea? (Beech)

Name the languishing tree? (Pine)

What is the calendar tree? (Date)

What tree will keep you warm? (Fir)

What is the Egyptian plague tree? (Locust)

What tree do we offer friends when meeting? (Palm)

What tree is used in kissing? (Tulip)

What tree is used in a bottle? (Cork)

What tree is used to describe pretty girls? (Peach)

What tree is an emblem of grief? (Weeping willow)

What is the sweetest tree? (Maple)



## FINGER FUN

Have every one hold up his hands. Ask him to bend his fingers forward, one at a time, without moving the other four. Then move the fingers sidewise, one at a time.

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## CLAM CLAP

Ask every one to roll up his sleeves in preparation for this strenuous applause. Double up your fists with your left arm in front of your face and right arm overhead. Then silently open and close your right fist.

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## MAY DAZE

This game can be used as a contest. Read the following to the group and after each sentence wait for a one-word reply that rhymes with May:

The first is something that horses eat. (Hay)

To do the second, stay out of the street. (Play)

The third we do the last thing at night. (Pray)

The fourth is a mixture of black and white. (Gray)

The next is something that rides in the snow. (Sleigh)

The sixth is where we sometimes go. (Away)

The seventh, men get for work they have done. (Pay)

The eighth is something that comes from the sun. (Ray)

The ninth is the noise a donkey makes. (Bray)

The tenth is used to carry cakes. (Tray)

The eleventh is turned on a potter's wheel. (Clay)

And the twelfth is a happy way to feel. (Gay)



## **GOLD RUSH MOB SCENE**

Divide the group into three sections. Ask the first to call in cadence: "Gold! Gold!" Have the second call out: "Give us water! Give us water!" And the third section: "Pick and shovel! Pick and shovel!" Practice with each section, and then have all begin together softly. As you raise your hand, the volume should become higher until every one is shouting at the top of his voice.

## **"CLASS A" APPLAUSE**

Clap hands to this rhythm: 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2-3-4, 1 (*a big one*).

## **RUBBER FACES**

Call several people up front and give each a rubber band. Tell them to stretch them over their heads, placing them on the tips of their noses and under their ears. On signal, they are to work the bands from their noses down around their necks without using their hands.



## **STAND ON YOUR HANDS**

Ask how many can stand on their hands. If no one volunteers, call on one or two to come up and try. Then show everyone how by putting your hands on the floor—and standing on them.



## A TRIP TO THE MOON

Divide the audience into seven groups. Assign a character role to each. Have them rehearse their parts once. As each character is mentioned, the group stands up, shouts the proper response, and sits down. Read the story

CAPTAIN AUDIO..	..	"Moon or bust!"
LIEUTENANT CHEERIO.		"Rockets away!"
ROCKET SHIP	..	"ZZZZZzooooommmmmMMMM"
EAGLE .....	..	"Creeee, creee"
SATELLITE...	..	"Whirl, whirl"
RADIO.	..	"Bleuurp, bleuurp"
SHOOTING STAR.		"Bang! Bang!"

Everyone was watching as some men came out of the control tower. They were CAPTAIN AUDIO and LIEUTENANT CHEERIO who were headed for their ROCKET SHIP. This was the first time that any one had tried to reach the moon in a ROCKET SHIP. CAPTAIN AUDIO climbed into the cockpit and strapped himself into his seat. LIEUTENANT CHEERIO climbed into his place next to CAPTAIN AUDIO and checked the RADIO. It was filled with static. CAPTAIN AUDIO fired the rockets to make the ROCKET SHIP leave the ground and head toward the moon.

As they reached outer space, they heard a strange noise on the hull of the ROCKET SHIP. It was a lonely EAGLE, hanging on for the ride. LIEUTENANT CHEERIO snapped on the RADIO to tell the people on earth about the EAGLE, but all he got was static. Further on, the ROCKET SHIP passed a SHOOTING STAR and a SATELLITE that was whirling in its orbit. As they circled the SATELLITE, CAPTAIN AUDIO and LIEUTENANT CHEERIO waved, while the EAGLE climbed onto the SHOOTING STAR that was headed in the same direction. He was tired of riding on the smooth side of the ROCKET SHIP. The pilot tried to tell earth, but his RADIO still sent nothing but static.

Soon they could see the surface of the moon very clearly. LIEUTENANT CHEERIO warned CAPTAIN AUDIO to steer clear of



the SATELLITE ahead, but to their surprise it turned out to be the EAGLE riding on his SHOOTING STAR. They got closer and closer. Slowly they let the ROCKET SHIP down for a landing. When it touched, out climbed CAPTAIN AUDIO and LIEUTENANT CHEERIO. Next to them landed the EAGLE on his SHOOTING STAR that they had mistaken for a SATELLITE. A strange creature approached them and they all realized it was the "man in the moon." As CAPTAIN AUDIO reached out to shake hands with the creature, it said, "Sorry, but we are not made of green cheese, we are made of static." At this point, the creature slowly sank out of sight.

## **THE POINTING FINGER**

To silence faultfinders tactfully or to illustrate a point, explain to the group that it's easy to criticize, find fault, or complain about somebody or something. Ask every one to point his "pointing finger" at you and to think the meanest and nastiest thoughts he can. Then make your point by saying, "How many fingers are you pointing at me? One. But how many are you pointing at yourself?"

## **THINK YOU CAN?**

Give every one a blank piece of paper and challenge him to fold it in half eight times.

## **WALK A CHALK LINE**

See who can walk a chalk line after being spun around half a dozen times.



## LION HUNT

Take a seated position in front of audience so all can see you. Narrate the following:

Would you like to go on a lion hunt? O.K., let's go. Watch me and do all the things I do. Here we go!

Way, way down in the deep dark jungles of Africa, there lives a tribe of Pygmies.

One morning the chief gets up, yawns, stretches, and looks at the sky. (*Go through the motions.*) He calls all the Pygmy braves from their huts. (*Sound one "Whoop!" cupping your hands over your mouth.*)

The braves all come out, stretch, and answer their chief with two whoops. (*Give two "whoops!"*) The warriors go to the chief's hut to talk over their plans. (*Have all repeat: "Soda water bottle, soda water bottle."*)

The Pygmies say good-by to their wives. (*Make low sound, "Wo-wo-wo-wo," cupping your hands over your mouth.*) Here we go down the trail. (*Produce sound of marching Pygmies by slapping your knees, alternating hands.*)

We're getting out in the tall grass now. (*Rub the palms of your hands back and forth.*) Up ahead there's a big river with a bridge. Here we go across the bridge. (*Hit your chest with your fists, alternating.*) We're across. (*Resume regular marching tempo.*)

We're starting up a mountain. (*Slower tempo.*) This is hard work. (*Slower and slower.*) We're getting close to the top now. (*Tempo quite slow, then back to normal.*) We're on top now; here we go down the other side. (*Speed marching to a fast tempo, then back to normal.*) O.K., we're back on level ground. Oh, oh. Narrow creek. No bridge. Better jump. Run! (*Slap knees fast, long pause, then one loud slap.*) Made it! More tall grass. (*Rub palms together.*) Sh-h! (*Have all repeat, "Sh-h!"*) Sure looks like lion country. Yep, there's a lion ahead. We have to sneak up on him. (*Walk fingers of right hand across*



*palm of left hand.*) Suddenly the lion charges with a roar. (ROAR!) The Pygmies turn and run. (*Fast tempo against your knees. Now repeat all the actions and gestures in reverse*): We're back to the grass . . . jump the creek . . . climb the mountain . . . cross the bridge . . . run through the grass . . . big sigh of relief. And then wives start asking questions all at once. You know how women talk. (Say, "Rhubarb, rhubarb" *in a high pitch to imitate women.*) O.K., we've been on a Pygmy lion hunt.

## "MOOSICAL" INSTRUMENTS

Tell every one to think of a musical instrument. He is to go through the motions of playing it whenever you look at him and give the "moose signal." (*Put your thumbs in your ears and wiggle your fingers.*) When you change to the motions of the instrument, he is to switch to the moose signal. Quickly switch back and forth to catch the musician off guard.

## MATCH BOX RELAY

Have the group form several lines of equal length. Give the first person in each line a penny match box and tell him to put it on his nose. The object of the game is to race the match box down the line, passing it from nose to nose, without dropping it or using the hands.



## MOVE THAT FINGER

Pair off. When one person folds his hands the other points to a finger and asks him to move it. Reverse the procedure.



## A FRONTIER THANKSGIVING

Divide the audience into eight groups. Assign a character role to each. Have them rehearse their parts once. As each character is mentioned, the group stands up, makes the proper response, and sits down. Note that the GUN is two parts and on THANKSGIVING everyone gets in the act. Read the story.

SETTLER.... "Davey Crockett" (*Stand and salute.*)

GUN..... .. "Bang! Bang!" (*Two parts, in quick succession.*)

DOG... .. "Man's best friend!" (*Wag arm.*)

TURKEY .. "Yum, yum!" (*Flap arms.*)

CABIN "Shut the door!" (*Slam the door.*)

FRONTIER. "Way out West!" (*Spread arms.*)

INDIAN .. .. "Geronimo!" (*Pull bow.*)

THANKSGIVING... .. (*Every one pats tummy.*)

Early one THANKSGIVING morning, many years ago on the old FRONTIER, a SETTLER stood before his lonely CABIN with his trusty GUN and faithful DOG ready to hunt the TURKEY he needed for dinner, hoping no INDIANS would spoil his feast. Whistling to his DOG, the SETTLER shouldered his GUN and started down the forest trail. Meantime, the INDIAN, also with a DOG, came down the forest trail from the other direction. Just at that moment a fat TURKEY flew between them. Out flew an arrow, off went the GUN, down fell the TURKEY, in bounded the DOGS, up rushed the INDIAN and the SETTLER. "It's mine," claimed the SETTLER. "Ugh—him mine," said the INDIAN. "Grrr," snarled the DOGS. The noise of the argument shook the CABIN and awoke the whole FRONTIER. But the TURKEY, which was only stunned, took off unsteadily and flew in the open door of the CABIN where it was promptly captured by the INDIAN and the SETTLER and the DOGS. And thus, THANKSGIVING came to a lonely CABIN on the old FRONTIER.



## FIZZICAL FEET

Turn a gallon jug on its side and instruct a player to sit on it while balancing his right heel on his left toe. Now see if he can perform some simple function such as lighting a candle, tying a square knot, or threading a needle.



## UNCLE NED

Ask five or six people to come up front. Tell them to say and do:

Did you hear that Uncle Ned died?

No, how did he die?

He died with one eye shut, like this. (*Shut one eye.*)

He died with his mouth like this. (*Crook your mouth.*)

He died with one leg up high. (*Raise one leg.*)

He died waving good-by to his friends. (*Wave good-by.*)

## DO THIS AND ADD SOMETHING

Have a group of players line up facing the audience. The person on the right starts by performing a simple action such as clapping his hands, bowing his head, or touching his nose. As he does this, he turns to the next person and says, "Do this and add something."

The second player repeats the action and adds a new motion, and the third copies the first two and adds something. Anyone unable to perform all of the previous motions in their proper sequence goes to the head of the line and becomes the first player for the next game.



## THE GRIPPING EPISODE OF GORY GULCH

Divide the audience into seven groups. Assign a character role to each. Have them rehearse their parts once. As each character is mentioned, the group stands up, makes the proper response, and sits down. Read the story.

COWBOY .. ..	"Yip, yip"
INDIANS. .. ..	<i>(Give war cry.)</i>
HORSES ..	<i>(Slap knees.)</i>
BOWS AND ARROWS.	<i>(Aim and say, "Zing!")</i>
RIFLES.	<i>(Aim and say, "Bang! Bang!")</i>
STAGECOACH ..	<i>(Stand and turn around.)</i>
WOMEN	<i>(Scream.)</i>

It was in the days of STAGECOACHES and COWBOYS and INDIANS. Alkali Ike, Dippy Dick, and Pony Pete were three courageous COWBOYS. When the STAGECOACH left for Rainbow End, they were aboard as were two WOMEN, Salty Sal and a doll-faced blonde. The STAGECOACH was drawn by four handsome HORSES and it left Dead End exactly on time.

The most dangerous part of the journey was the Gory Gulch Pass. As the STAGECOACH neared this spot, it could be noticed that the WOMEN were a bit nervous and the COWBOYS were alert, fingers on their RIFLES, ready for any emergency. Even the HORSES seemed to sense danger.

Sure enough, just as the STAGECOACH entered the Gulch, there sounded the blood-curdling war cry of the INDIANS. Mounted on HORSES, they came riding wildly toward the STAGECOACH, aiming their BOWS AND ARROWS. The COWBOYS took aim with their RIFLES and fired. The WOMEN screamed. The HORSES pranced nervously. The INDIANS shot their BOWS AND ARROWS. The COWBOYS aimed their RIFLES again, this time shooting with more deadly effect. The leading brave fell, and the INDIANS turned their HORSES and fled, leaving their BOWS AND ARROWS behind. The WOMEN fainted. The COWBOYS shot one more volley from RIFLES just for luck. The driver urged the HORSES on, and the STAGECOACH sped down the trail.



Thus ends the story of the COWBOYS with their RIFLES, the STAGECOACH hauling the two WOMEN, and the INDIANS on their HORSES with their BOWS AND ARROWS in the gripping episode of Gory Gulch.

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## **THE LUCKY SEVENTH HANDSHAKE**

Secretly give a member of the group an ample amount of candy for him to dole out to every seventh person who shakes hands with him. If children are present, they soon discover the holder of the candies and gather around him. The adults then watch the handshaking continue until the candy supply is exhausted. If only adults are present, quarters or dimes may be used instead of candy to make the stunt more interesting.

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## **'T WAS THE NIGHT BEFORE CHRISTMAS**

Provide sets of four cards. Upon each card is written one of the first four lines of the famous Christmas poem:

'Twas the night before Christmas when all through the house  
Not a creature was stirring, not even a mouse  
The stockings were hung by the chimney with care  
In hopes that St. Nicholas soon would be there

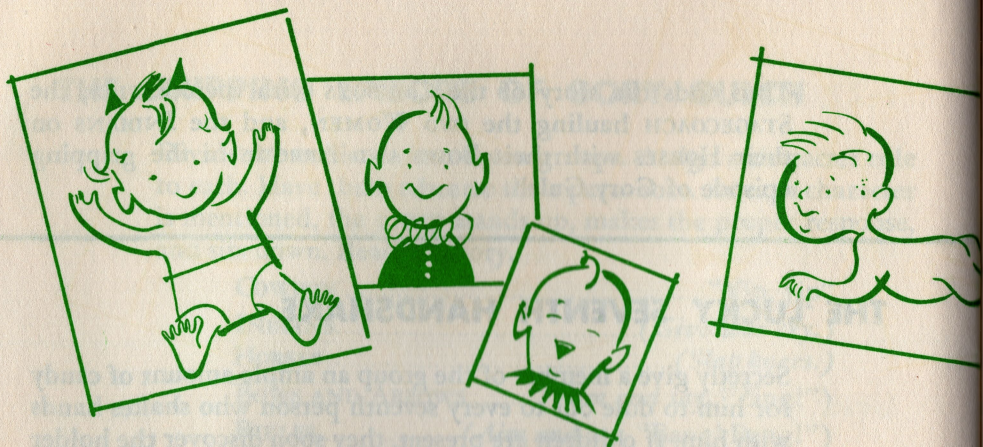
Suspend the cards with a string around the necks of all the players. On signal, every one is to scramble about seeking the other three lines of the poem. The first four to line up in the proper sequence are the winners.

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## **COOTIE OR FLEA CLAP**

Have every one raise his hands above his head. Applaud by clicking the nails of the thumb and forefinger on each hand.





## WORD-MAKING MIXER

Give every one a card with a letter printed on it. (Have some extra vowels and don't use X, Z, or Q.) Tell the group to form words of ten letters. (Select a few leaders—five if there are fifty present—to take the initiative in getting them started.)

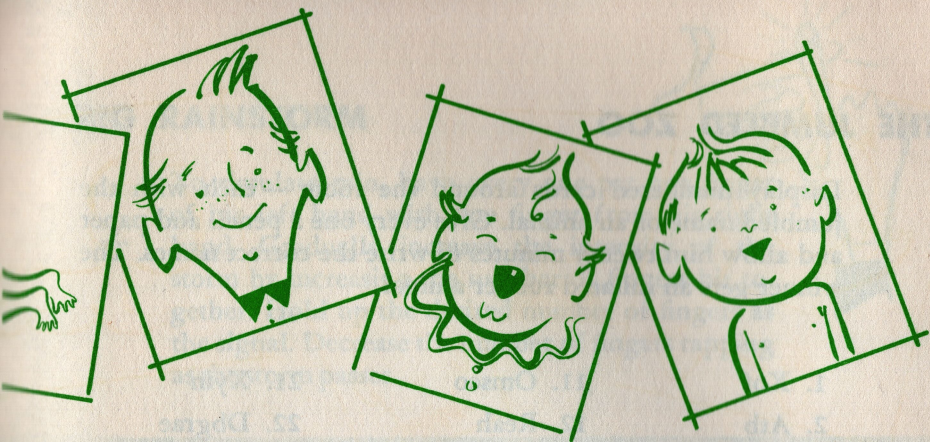
## WHOSE BABY ARE YOU?

Ask every one to bring a baby picture of himself. When all have arrived, mix the pictures up in a box. Tell every one to pick one and return it to its owner.

## LEADER VS. AUDIENCE

Tell every one to ask the name of the person sitting at his right. On signal, every one is to shout this name. If you can't detect a single name, the audience wins. They should be told to conspire against you by yelling in unison to blend all the names into one. Retaliate by making false starting signals, hoping to trap one or two into shouting names.





## **HANDSHAKE MIXER**

Upon arrival, each person is instructed to introduce himself and shake hands with all the others with his left hand and to use only his left hand for any activity until every one is present.

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## **SKY ROCKET APPLAUSE**

Have every one pretend to strike a match on his trousers or dress and pantomime lighting a rocket. Watch the rocket go up and say, "Sssssssssss, BOOM, Ahhhhhhhh." Flutter your fingers to represent falling debris. Then place your right hand over your eyes and peer out, exclaiming, "Isn't it lovely?"

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## **RAINSTORM APPLAUSE**

Start by gently patting knees alternately to simulate light rain. Increase the noise by switching to hand clapping as the storm reaches its height. With a hand signal, have everyone shout, "Boom!" to represent thunder. Gradually decrease the hand clapping and then pat the knees as the storm subsides.



## THE JUMBLED ZOO

Display numbered cards around the room — each with the jumbled name of an animal. Give every one a pencil and paper and allow him twenty minutes to write the correct names. The winner gets an inflated rubber animal.

- |            |                  |                |
|------------|------------------|----------------|
| 1. Xof     | 11. Omseo        | 21. Xyln       |
| 2. Atb     | 12. Reah         | 22. Dbgrae     |
| 3. Nimree  | 13. Toppophusaim | 23. Telpneha   |
| 4. Vrabee  | 14. Alaml        | 24. Reba       |
| 5. Rugaja  | 15. Tarmom       | 25. Sephe      |
| 6. Sas     | 16. Nugeipagi    | 26. Beareehstt |
| 7. Paoledr | 17. Rulwas       | 27. Makstur    |
| 8. Rafifeg | 18. Geogdehh     | 28. Gesnmooo   |
| 9. Nilo    | 19. Helaw        | 29. Hatrenp    |
| 10. Kaclja | 20. Resho        | 30. Purponeci  |

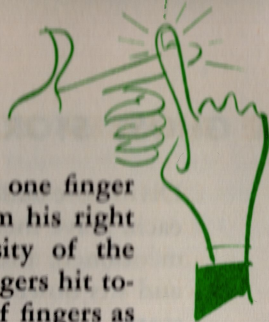
### Solutions:

- |            |                  |                |
|------------|------------------|----------------|
| 1. Fox     | 11. Moose        | 21. Lynx       |
| 2. Bat     | 12. Hare         | 22. Badger     |
| 3. Ermine  | 13. Hippopotamus | 23. Elephant   |
| 4. Beaver  | 14. Llama        | 24. Bear       |
| 5. Jaguar  | 15. Marmot       | 25. Sheep      |
| 6. Ass     | 16. Guinea pig   | 26. Hartebeest |
| 7. Leopard | 17. Walrus       | 27. Muskrat    |
| 8. Giraffe | 18. Hedgehog     | 28. Mongoose   |
| 9. Lion    | 19. Whale        | 29. Panther    |
| 10. Jackal | 20. Horse        | 30. Porcupine  |



## BIG RAINSTORM

To simulate rain, have every one pat one finger of his left hand with one finger from his right hand. Gradually increase the intensity of the storm by increasing the number of fingers hit together. Hold up the desired number of fingers as the signal. Decrease the number of fingers tapping as the storm passes.



## BALANCE STUNT

Ask every one to stand and raise his right hand, then his left. Now have him raise his left leg and close both eyes. After a few seconds, when everyone is trying to balance on one foot, say, "It's dark, isn't it?"

## BETCHA CAN'T

- Tell every one to place his right hand where his left hand can't reach it. After considerable commotion, solve the dilemma by placing your right hand on your left elbow.
- Ask if anyone can walk out of the room with two legs and return with six legs. If no response, leave the room and come back with a chair or a dog or cat.
- Call a member from the audience and make an issue of the fact that he can't remove his coat alone. When he accepts the challenge, take your coat off, too.
- Boast that you can push a quarter through a ring. Ask if anyone can do it. Demonstrate by putting your finger through a ring and then pushing a quarter.



## A GHOST STORY

Divide the audience into five groups. Assign a character role to each. Have them rehearse their parts once. As each character is mentioned, the group stands up, shouts the proper response, and sits down. Everyone plays the part of the ghost. Read the story.

TIMID YOUNG GIRL.....(*Sob or scream.*)  
OLD, OLD WOMAN.....(*Shrill laugh.*)  
LARGE BLACK CAT....."Me-e-ow"  
LONG BLACK SNAKE....."Hiss-ss-s"  
TALL DARK MAN.....(*Groan.*)  
GHOST ... ..(*Everyone scream.*)

On a dark and windy night in October, a stagecoach rumbled along a country road. In it a TIMID YOUNG GIRL bounced up and down on the hard cushions and gazed with fright out into the darkness. Suddenly, the coach stopped and in stepped an OLD, OLD WOMAN. From under one arm peered a LARGE BLACK CAT and around the other arm was twined a LONG BLACK SNAKE.

Ha, ha! a TIMID YOUNG GIRL traveling alone tonight!" the OLD, OLD WOMAN exclaimed with a hideous grin. "Let me tell your fortune my pretty dear." The OLD, OLD WOMAN stretched a puny arm toward the TIMID YOUNG GIRL while the LARGE BLACK CAT arched his back and the LONG BLACK SNAKE watched with beady eyes.

At that moment the door was thrown violently open and in rushed a TALL DARK MAN wearing a long raincoat. His face was hidden by a drooping hat, but his voice was low and pleasant. "Allow me," he said and gently pushed between the TIMID YOUNG GIRL and the OLD, OLD WOMAN who pointed her finger at the TALL DARK MAN. Under the seat the LARGE BLACK CAT meowed again and the LONG BLACK SNAKE hissed. Nearer and nearer to the OLD, OLD WOMAN bent the TALL DARK MAN. He fixed on the OLD, OLD WOMAN two startling



eyes and pushed back his hat. With a terrified shriek the OLD, OLD WOMAN sprang to the door, followed by her LARGE BLACK CAT and LONG BLACK SNAKE. Inside the coach the TIMID YOUNG GIRL fainted, for under the hat of the TALL DARK MAN was the ghastly countenance of a GHOST!

## GATHERING OF THE NUTS

Select a cast to enact the following dramatic roles and read the play allowing time for each character to play his part:

Horns.....	"Toot, toot"	} ORCHESTRA
Drum.....	"Boom, boom"	
Cymbals.....	"Clang, clang"	
CURTAINS.....	<i>(Two people stand together, then part.)</i>	
MOON .....	<i>(Get up.)</i>	
TREES .....	<i>(Wave arms.)</i>	
SUN .....	<i>(Sit down.)</i>	
WOLF.....	<i>(Howl at the moon.)</i>	

The ORCHESTRA plays and the CURTAINS part. The TREES wave in the breeze. The SUN sets. The MOON rises. And a WOLF enters howling. Did you ever see such a gathering of nuts?

## ORDINARY APPLAUSE

This is just plain hand clapping. Some people would say this is used by those who lack imagination. But it always gets a good response and forces the group to participate.



## HEAD AUTOGRAPH

Give each person a pencil and paper. On signal, every one places the paper on top of his head and writes his full name. This done, he passes the paper to his neighbor who, when called upon, tries to read the signature.

## JUMP OVER THE PENCIL

Lay a pencil on the floor and ask someone to stand close to it. Tell him to bend over, grasp his toes, and jump over the pencil.



## WHEN I WAS A BOY

Take a seated position in front of the audience so they can all see you. Tell them to imitate your actions as you tell this story: When I was a little boy, my dad used to bring me presents. Once he brought me a rocking chair. (*Rock back and forth.*) Another time he brought me a fan. (*Wave hand fan-fashion while continuing to rock.*) I remember when he gave me a pair of scissors. (*Move two fingers of the other hand scissors-fashion while continuing first two actions.*) And a toy airplane that he hung from the ceiling, and it went round and round. (*Rotate your head.*) Finally, he brought me a bicycle. (*Peddle with your feet. At this point, jump up and yell, "Wow!"*)

## TWO AND A HALF "HOWS"

On signal, everyone calls out, "How! How! Ugh."



## **WHEN THE HAND GOES UP**

Here is a simple way to get order for announcements or the next order of business. Explain that whenever you raise your hand, the group is to become attentive. Have everyone practice it a few times until the proper reaction becomes automatic. This method of getting order saves your voice and nerves.

## **LOCOMOTIVE APPLAUSE**

Begin by slapping your left arm slowly with your right hand. Gradually increase the speed, working down over the left palm out to the ends of the fingers. Then place your right hand over your eyes as if peering into the distance. Imitate a train whistle, "Whoo-whoo, whoo-whoo."

## **MILLIONAIRE HANDSHAKE**

Before the meeting, give seven people each a coin. As people arrive, tell them there are seven millionaires who will reward the seventh person who shakes hands and introduces himself.

## **MEET MISTER X**

As people arrive, explain that there is a mysterious Mister X in the room. Tell them to introduce themselves to everyone asking, "Are you Mister X?" (He is to answer in the affirmative.) At the end of the period, Mister X announces the first person to learn his identity and awards him a prize.



## **MIX INTO GROUPS**

Tell everyone that when you say, "Mix into twos," every one is to find a partner and introduce himself. When you say, "Mix into threes, fours, or fives," they are to form groups of that size. There's much good-natured scurrying as people try to get into the right-sized groups.

## **MUSICAL MIXERS**

Have sets of cards with song titles on them. As people arrive, distribute the cards with instructions for everyone to find others with the same song title. When the singing groups are formed, they are to get acquainted and rehearse their songs. Call on each group to perform.

## **OLD MACDONALD'S FARM**

Have sets of cards with the names of the characters from "Old MacDonald Had a Farm." Give everyone a card and then lead the group in singing the song. The "chicks" do all the clucking and assemble by means of noise identification. The "ducks" get together to quack, the "turkeys" to gobble, the "pigs" to oink, etc. By the time the song is finished, you have formed several friendly discussion groups.

## **CRACKER-EATING CONTEST**

Call for several contestants and give five soda crackers to each. See who can be the first to eat his and then whistle a tune.



## **DO THIS—DO THAT**

Have everyone stand, facing you. When you perform any action and say, "Do this," every one is to imitate the motion. When you perform an action and say, "Do that," any one who copies is out of the game.

## **SPELLING CONTEST**

Give everyone a card with a letter printed on it. (Have some extra vowels and don't use X, Z, or Q.) Have several judges stationed around the room with identifying hats, arm bands, or tags.

Each time you call out a word, every one tries to line up by those with whom he can spell that word. Then each word group links arms in front of a judge who writes the word on their cards. The person with the most words is the winner.

## **CANVAS WORK GLOVES**

Direct blindfolded contestants to don pairs of nylon stockings—over their shoes—while wearing canvas gloves. See who can be the first to thread a needle while wearing the gloves.

## **BACK BALLOON BUST**

The first couple to burst a balloon by pressing against it—back to back—is the winning team.



## **CRAZY MIXED-UP KIDS**

Have every one slap his knees twice, clap his hands twice, then grasp his left ear with his right hand and nose with his left. Slap and clap again, this time reversing hand positions. Increase the speed, alternating the hand positions each time.

## **YES OR NO**

Announce that no one is to say "yes" or "no." Then give half of the group ten peanuts and the rest ten beans. Allow every one a specified time in which to collect counters by obtaining one from each person who answers "yes" or "no" to any question. The one with the largest number wins.

## **FIND YOUR DOUBLE**

The object is to keep the crowd mixed by changing partners several times, having them parade past some judges after each change. March music helps provide atmosphere for the game. First, ask every one to find a partner whose hair color matches his own. Then, form a double column and have the couples march past the judges who select the couple most alike. Repeat by matching people with the same color of eyes, height, weight, or age.

## **BUBBLE GUM DERBY**

Give every one a piece of bubble gum. The first person to make a successful "pop" wins—a fresh supply of gum.



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